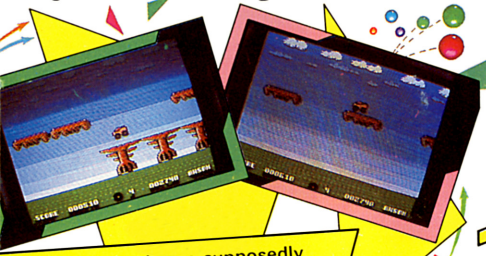

You are trapped on a supposedly dead moon and your only means of escape is to drive your small highly versatile surface buggy across the many treacherous sectors of the 'Auto Zone'.

WRITTEN BY:
KEITH HARVEY
PRODUCED BY:
RICHARD PAUL JONES
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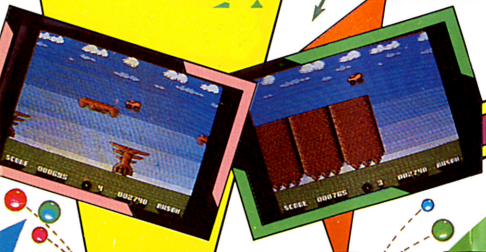

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C16/+ 4

AUTOZONE

PLAYERS

PLAYERS

C16/+ 4

LOADING INSTRUCTIONS
Type: LOAD (return)
RUN (return)

THE GAME
While on a routine ferrying mission your scanners alert you to what seems to be signs of habitation. The source of the signals seem to be coming from the nearby dead moon. As a result of this information you are duty-bound to investigate.
So having employed your XL-PROCON surface buggy your computer directs you towards the phenomena in an area called the 'Autozone'. This area has been explored before by several probes, but all have failed to report back.
As a result of this, the area is regarded as dangerous. From the information orbital satellites have been able to obtain, scientists predict that somewhere in this zone there is pocket through which escape 'should' be possible.
Success depends on dexterity and quick thinking....

SCORING
Every zone metre - 5 pts
Zone bonus - 1 extra buggy and 10, 250, 500, or 1000 points

CONTROLS
Joystick in port 2
Left - Increase Speed
Right - Decrease Speed
Fire - Buggy Jump

WE WANT YOU!

THE PLAYERS TEAM ARE OUT LOOKING FOR YOU!

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